



# Bailee Blaylock

Technical Artist / Rigger

## CONTACT ME

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## SKILLS

2D / 3D Rigging

Game / Film Pipeline Proficiency

Hard Surface Modeling

Python

Lighting

Teamwork

Asset Management

## TOOLS / SOFTWARE

Unreal Engine 4 & 5

Unity

Autodesk Maya

Blender 3D

Houdini

Shader Tool

Pixar's Renderman

QT Designer

PyQt5/ PySide2

HLSL / Shader Creation

Jira

Perforce

GitHub

## WORK EXPERIENCE

### Three Owls in a Trench Coat Studios: Tech Artist November 2022 – present

- Create Control Rigs, mocap skeletons, VFX, and tools for upcoming student capstone game.
- Work with Mocap data and 3D animation to combine the two and implement in Unreal 5.

### Animal Café: Character / Technical Artist October 2022 – present

- Design 2D characters for rigging and animation in Unity.
- Implement 2D assets, rigs, and animations into Unity.
- Rig 2D characters in Unity with the PSD importer plugin.

### AVT Simulation: Database Intern

June 2020 – August 2020, August 2021 – September 2021

- Assisted with asset modeling in both Autodesk Maya 2020 and Blender 2.83.
- Adapted to new software to assist in 3D modeling efforts.
- Assisted in teaching Adobe Photoshop to new hires.
- Learned Presagis Creator to assist with modeling LODs for simulation.

### UCF Short Student Film: Symfaunic

August 2019 – May 2021

- Worked in a small team environment that simulated a professional animation studio to produce a short, 5-minute 3D animated film.
- Held the position as Asset Manager and Character Rigger, and worked with others on story, prop/asset modeling, prop rigging, animation, marketing, and lighting, both in person and remote.
- Created a bipedal digitigrade rig using Maya 2020.

## EDUCATION

### Florida Interactive Entertainment Academy (FIEA) - University of Central Florida

August 2022 – present

Master of Science in Interactive Entertainment – Technical Art

### University of Central Florida

August 2017 – May 2021

Bachelor of Fine Arts: Art: Emerging Media – Character Animation